

GAMING DEVICE AND METHOD

ABSTRACT

A gaming device is provided that includes at least one game apparatus allowing a player
5 to place a wager, play a game, and producing a bonus-activating event. The device includes at
least one bonus display including a plurality of bonus prize displays and at least one selectively
moveable indicator that moves relative to the bonus prize displays and indicates at least one of
the bonus prize displays. Also included is at least one player input device allowing the player to
stop the moveable indicator and at least one controller in communication with at least one bonus
10 prize display. The controller detects a bonus activating event, detects the position of the
moveable indicator, determines a bonus prize, and causes a bonus prize display proximate the
moveable indicator to convey the bonus prize.